

The House of Redmane

A Seldom Spring Adventure

Introduction: A ruined house in a woodland glade provides novice adventurers an opportunity for investigation and combat.

An adventure for 1st level characters

by Barry Dore



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The House of Redmane

A terrible malaise has fallen over this house. My beloved Clarice grows ever more distant. She seems a hollow reflection of her former self, stripped of all passion and vitality.

—Lord Alistair Redmane

Introduction

This adventure is designed for a party of 1st level characters.

A ruined house in a woodland glade provides an opportunity for investigation and combat.

The exact location of this scenario is left to the DM, but it is written for use in Neverwinter Wood.

Background

Heralding from Waterdeep, Lord Alistair Redmane was a noble of lesser standing but significant wealth. A keen painter and avid explorer, he traveled extensively throughout the Sword Coast region, capturing it's beauty on canvas whenever he could.

He was also a devout follower of Sune Firehair, and a generous patron of her church. It was through his connection to the faith that he first met his future wife, a striking young initiate named Clarice.

It was while courting in the city that he asked her to accompany him on his latest expedition, and while camped in a picturesque woodland glade that he asked her to marry him. She accepted, and they were soon on their way back to Waterdeep. Not only did they have a wedding to plan, but also laborers to employ.

Though many cautioned against it, his lordship commissioned construction of a new home in the very glade in which he'd proposed; a tranquil spot on the fringes of Neverwinter Wood.

Several years passed, the couple enjoying a blissful union, their home seemingly isolated from the many troubles that beset the region.

It was a gift from Lord Redmane to his beloved wife that changed all this however. The enchanted mirror would have been a perfect gift, had it not been cursed by a malignant force.

Clarice's natural obsession with beauty made her an easy target for the mirror's insidious magic. It began by slowly ensnaring her mind, then drained the very essence of her life. The whole process took a matter of weeks, leaving no physical remains of the unfortunate woman; only her

spirit remained. Corrupted and enslaved by the mirror, she became a terrible specter of her former self.

Over the following days, this foul spirit was turned against those who had loyally served the couple, killing them one by one. Lord Redmane, unwilling to abandon his wife to her fate, was the last to die.

Overview

In the past few years, the house has fallen into ruin. A large part of the roof was destroyed by lightning and ensuing fire, which left much of the upper floor blackened and broken.

The specter of Clarice has withdrawn into a shadowy pocket dimension mirroring her former home, but twig blights and a cockatrice have taken her place.

Shortly before the party arrives, four scavenging kenku ventured into the ruined house. One was petrified by the cockatrice, but the others fled and escaped unharmed. They now lurk nearby, regaining their composure before planning their next move.

Adventure Hooks

This adventure is intended to follow an introduction from Dirk Seldom at Seldom Spring (see the following page), but here are just a few alternative options.

- ◆ Characters are offered payment to approach the reclusive Lord Redmane, to commission an original piece of art for their wealthy contact. They will be paid traveling expenses up front, with final payment due on delivery of the nobleman's response.
- ◆ An acolyte in the church of Sune fears for the safety of a former initiate named Clarice, and appeals to the party to investigate.
- ◆ Characters traveling through Neverwinter Wood come across a ruined house far from civilization. If nothing more, it offers shelter for the night.

Lord Redmane's Diary

Pages from the last diary of Lord Redmane, chronicling the final days of his life, are scattered throughout the ruins of his former home. Though not vital to the adventure, these pages may offer the party a measure of insight regarding past events.

These entries are reproduced on a single page at the end of this document, in case you wish to make handouts of them.

Seldom Spring Adventures

This is the first in a series of loosely connected scenarios, to which the party may be introduced by Dirk Seldom, in Seldom Spring.

Seldom Spring is free to download at <https://www.dmsguild.com/product/251013/Seldom-Spring>.

However, each scenario can be played independently of the others and without the use of that document.

If you plan to incorporate *Seldom Spring* into your campaign, I recommend allowing your players to read its contents at their leisure, prior to running this adventure.

The following player introduction is a continuation of the Sundered Helmet entry found in *Seldom Spring*.

Player Introduction

You find yourself sat once again in the welcoming surrounds of the Seldom Spring's common room.

"My friends," Dirk greets you with a smile, taking a seat at your table.

"You may recall that I once led my brave companions to a hidden vault in Calimshan."

"It was during that expedition that our youngest member, Rudyard, was felled by a charging minotaur."

"It was an unfortunate loss in what should have been a most successful venture."

He glances toward the sundered helmet on the wall and shakes his head in clear frustration.

After a brief pause, he continues.

"We recovered numerous treasures from that vault, many of which we sold to wealthy buyers in Waterdeep."

"One such customer, a Lord Alistair Redmane, bought a large decorative mirror."

"Daratin had determined that it held a minor preservation enchantment, and it was clearly of fine quality and exotic style, so it raised a princely sum."

Dirk pauses again, scanning the inn for customers in need of his attention. Happy that he isn't required elsewhere, he proceeds.

"I'd heard nothing more of Lord Redmane since, until just the other day."

"I was aware that he lived with his wife in a house on the edge of Neverwinter Wood, but it seems that something terrible has happened there in recent years."

"One of our local woodsmen informed me that he traveled that way recently and discovered the house in ruin."

"He didn't venture inside, but says that the place appeared to be deserted."

He pauses again, turning to face each of you in turn.

"Now I was thinking, that you may be the kind of people that might be interested in investigating just what happened there."

"An empty house should offer little threat to even the greenest of adventurers," he suggests with a smile, "and perhaps there are family heirlooms waiting to be rescued, before the forest swallows it all."

Dirk stands, speaking again before departing.

"Give it some thought and let me know. I can give you directions if you're interested."

Preparations

If the characters are interested in this expedition, Dirk will happily provide them with clear and accurate directions, avoiding any unnecessary risks along the way.

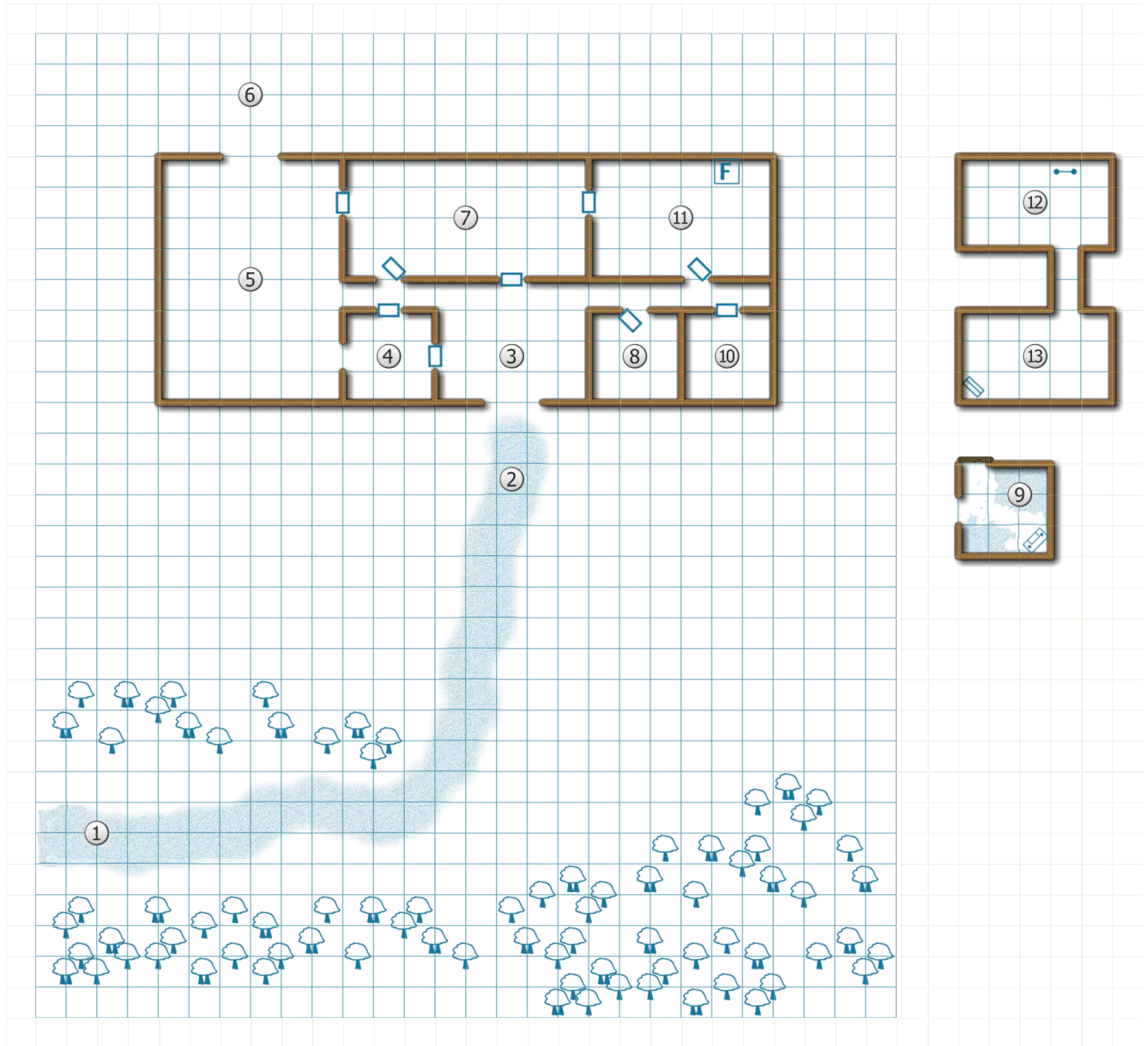
He will also check that they are suitably equipped and provisioned for their journey.

Brunthor will prepare an especially hearty meal to help them on their way.

He will also double-check their provisions.

Jambiya considers this behavior to be quite adorable, but also hilarious. She is aglow with enthusiasm throughout the preparations, and offers words of encouragement to anyone showing signs of doubt.

Redmane's Ruin



1. Woodland Trail

The woodland surrounding the trail thins considerably here, as it approaches a vast clearing ahead. Though still quite distant, a large house clearly stands within the glade.

Three kenku lurk here, slowly regaining their composure after a startling encounter during the night. One has secreted itself in bushes beside the path, while the other two hide in thicker foliage about fifty feet away.

As the party passes nearby, the closest kenku will mimic the sound of a cat, hoping to lure characters away from the path and into an ambush (see Mimicry trait on the following page).

Having been thoroughly hidden before the party arrived, the kenku have advantage on Dexterity (Stealth) checks made to surprise the party.

The lead kenku is armed with a shortsword and carries 1gp, plus 8sp. The others are each armed with a shortbow and dagger, and carry 15sp.

Kenku (x3)

Medium humanoid (kenku), chaotic neutral

Armor Class 13

Hit Points 13 (3d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	10 (+0)	11 (+0)	10 (+0)	10 (+0)

Skills Deception +4, Perception +2, Stealth +5

Senses passive Perception 12

Languages understands Auran and Common but speaks only through the use of its Mimicry trait

Challenge 1/4 (50 XP)

Ambusher. In the first round of a combat, the kenku has advantage on attack rolls against any creature it surprised.

Mimicry. The kenku can mimic any sounds it has heard, including voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

Actions

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

2. House Exterior

This woodland clearing is both secluded and picturesque, but the house within is a burnt out ruin. Much of the roof and upper floor has collapsed, but it appears that the walls of the ground floor are largely intact.

An arched entrance, its doors long gone, allows easy access to the blackened remains of the building.

If anyone takes the time to explore the ruin's exterior, they will discover an overgrown flower garden at the rear of the house; Area 6.

They may also find a page or two from Lord Redmane's diary. Success on a DC 15 Wisdom (Perception) check is required to locate each page.

28 Kythorn

I fear something is wrong. I have not yet been home a full tenday, yet my dear Clarice grows distant. She seems troubled. Did something happen while I was away?

24 Flamerule

My dear Clarice, how did it come to this? She haunts our home, a terrible specter of the woman I married. The servants fear for their lives, but I fear for nothing but Clarice. There must be a way to return her to Sune's majestic grace.

3. Entry Hall

This two-story entrance hall is now open to the elements and littered with the charred remains of fallen timbers. Three burnt steps are all that's left of a staircase that once ascended to the upper floor.

Various unidentifiable burnt objects litter the floor among the fallen timbers and a scattering of fallen brickwork.

A single page from Redmane's diary can be found here, with success on a DC 15 Wisdom (Perception) check.

30 Flamerule

I sit here wondering, what compels me? Why do I still enter idle thoughts in this diary? I have lost all that I loved. My dear Clarice is here and yet gone, lost to me, though tantalizingly close. Am I to die in her phantasmal grasp, or will I be left to wither and starve? I have lost the will to save myself, for I am nothing without her.

Tomorrow is Midsummer, once our favorite festival. There will be no celebrations this year. I know not what manner of dark sorcery stole my beloved Clarice away. I know not why it compels her to haunt these walls. I know not how to save her. I know only that I must stay with her to the end.

4. Drawing Room

This chamber was probably a drawing room, though it is now hard to tell, due to extensive damage from fallen debris.

Previously mounted on the wall, a silvered rapier now rests amid the debris. It needs a good clean, but is otherwise unharmed.

A single bottle of fine wine (worth 10gp) is the only surviving remnant of a drinks cabinet that once welcomed visitors to this room.

Two pages from Redmane's diary can be found here, with success on a DC 15 Wisdom (Perception) check.

20 Kythorn

I don't think I have ever seen my dear Clarice looking happier or more beautiful. She is truly radiant with joy. Sune be praised.

9 Flamerule

A terrible malaise has fallen over this house. My beloved Clarice grows ever more distant. She seems a hollow reflection of her former self, stripped of all passion and vitality. My prayers go unanswered and I find myself at a complete loss. Sune help us.

5. Ballroom

Though you doubt it got much use this far from civilization, this two-story chamber appears to have been a ballroom. Like most of the house, this room is littered with debris and blackened by fire damage.

This room holds nothing of real value, but three pages from Redmane's diary can easily be gathered here.

16 Kythorn

I shall soon be home. I yearn to be with my dear Clarice and hold her in my arms once more. Long have I enjoyed the freedom of the open road, but the pleasure is diminished by her absence from my side.

15 Flamerule

The mirror, that accursed mirror! It has ensorcelled my dear Clarice. She does not talk, or eat, or even sleep. Though it pained me to do so, I have resorted to locking her in our bedroom, while securing the mirror in the basement. Tomorrow I set out for Neverwinter. Sune willing, I shall return with aid for my dear Clarice, before all hope is lost.

28 Flamerule

The servants are gone. One by one, the nightmare that grips this house has taken them into death's cold embrace. They urged me to destroy the mirror, but I dared not lose whatever may still be left of my beloved Clarice. I pray that they forgive me, for abandoning them to their fate. I am unworthy of the loyalty they showed me. May Sune care for them in death, as they cared for me in life.

6. Flower Garden

This must have been a magnificent flower garden, before it was left to grow out of control. Now a sprawling mass of vibrant blooms, pervasive weeds, and dying shrubs carpet the area.

Hidden among the other plants are six twig blights. They will attack anyone entering the garden.

Twig Blight (x6)

Small plant, neutral evil

Armor Class 13 (natural armor)

Hit Points 4 (1d6 + 1)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	13 (+1)	12 (+1)	4 (-3)	8 (-1)	3 (-4)

Skills Stealth +3

Damage Vulnerabilities fire

Condition Immunities blinded, deafened

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 9

Languages understands Common but can't speak

Challenge 1/8 (25 XP)

False Appearance. While the blight remains motionless, it is indistinguishable from a dead shrub.

Actions

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

7. Dining Room

This was clearly the dining room. Though in need of a good clean, it remains remarkably intact. A large table and eight matching chairs dominate the room.

Although dirty, the high-quality furnishings in this room could easily fetch 100gp in any major city. Unfortunately, their size and weight is such that getting them there would probably prove to be more trouble than its worth.

8. Study

This chamber appears to have been a study. A battered writing desk still stands amid the wreckage of a collapsed ceiling, though the accompanying chair fared less well.

A large wooden beam dissects the room, with one end planted firmly against the base of the wall to your right, while the other rests atop the wall to your left.

Characters searching this room can piece together a full set of calligrapher's supplies.

The desk has a single draw containing a book entitled *Aatush the Cruel*. It features a collection of fanciful tales about a notorious Rakshasa pirate of the same name, once feared by seafarers throughout the Sea of Swords. The book does not identify its author, nor the fate of the pirate. It has a value of 25gp.

Climbing the wooden beam requires success on a DC 5 Strength (Athletics) check, with failure resulting in an embarrassing fall, but no real damage.

The beam leads to Area 9 on the upper floor.

9. Shrine

You stand in what appears to be the only upstairs room remaining, and it seems to be on the verge of collapse. Debris litters the floor, which strains under your every slightest movement, yet in the far corner rests a small casket, atop an elaborately carved wooden shrine. Both are remarkable, not only as embodiments of fine craftsmanship, but more pertinently, they stand upright and intact.

This room is all that remains of the upper floor. Its door is blocked by burnt timber, more of which litters any area that hasn't collapsed completely.

Successfully navigating the remains of the floor to reach the corner requires success on a DC 5 Dexterity (Acrobatics) check, with failure resulting in an unfortunate fall into Area 10 below, inflicting 1d6 bludgeoning damage.

The stable area of floor around the shrine is only large enough for two medium creatures.

A successful DC 10 Intelligence (Religion) check will allow characters to identify that the shrine is dedicated to the goddess Sune, as is the casket. The shrine is worth 50gp, but weighs 30 pounds.

The casket is made of finely carved mahogany, inlaid with the symbol of Sune, fashioned in gold. It also has an inset lock. In its current condition, without its key, it is worth up to 90gp to the right buyer. With the key (located in Area 17), it could sell for 100gp.

A character with thieves' tools can pick the lock with a successful DC 15 Dexterity check.

Alternatively, a character may attempt to force the lock open with a DC 15 Strength check, but each such check will reduce the casket's value by 10gp; to a minimum of 25gp for the inlaid symbol.

Within the well-padded casket are two matching vials containing a pink milky elixir; *Sune's Kiss*.

Sune's Kiss

Potion, rare

This potion allows the drinker to restore life to the recently deceased, with a kiss. It takes an action to drink the potion and then a second action within the following minute to apply its effects, kissing the deceased on its lips, or closest approximation thereof. The target must have died within the past hour, but in all other respects this potion acts like the *revivify* spell.

Other faiths are known to produce this potion under different names, but Sune's Kiss is widely regarded to be the original.

10. Games Room

A gaping hole in the ceiling leaves no doubt as to where the debris in this room came from. As for the room's purpose, that is less clear.

This was in fact a games room, as will become apparent if the party stops to search it.

The late Lord Redmane would often enjoy a solo game of dragonchess here, and on special occasions he would even invite his servants to partake in casual games of dice or cards.

A thorough search of the room will reveal 3 dice sets, and a dragonchess set, each of superior quality and valued at 5sp and 5gp respectively. Numerous playing cards can also be found, but water damage has ruined most of them.

Two pages from Redmane's diary can also be found here, by anyone taking the time to look.

22 Kythorn

The mirror I bought in Waterdeep has proven a firm favorite with my beloved. She cherishes her beauty as much as I do, happy in the knowledge that she is surely among the favored of Sune herself.

19 Flamerule

Sune has forsaken us! My dear sweet Clarice has been taken from me. Our servants failed to contain her and keep her from the mirror. Her reflection remains, but her body is gone, consumed by some foul witchery.

11. Kitchen

This area was clearly the kitchen, as evident from the oven and the numerous cooking utensils scattered around the room. Less indicative of a typical kitchen is the remarkably realistic statue of a birdlike humanoid standing before you.

The statue is actually the petrified form of a kenku.

The cockatrice that petrified this unfortunate scavenger will rush to attack as soon as the party enters.

A fallen cabinet strewn with kitchen utensils and broken crockery conceals a trapdoor to the cellar. Characters making a casual search of the room require success on a DC 20 Wisdom (Perception) check to find it, but those specifically looking for a trapdoor reduce this DC to 10.

Characters may also find a page from Redmane's diary, with success on a DC 15 Wisdom (Perception) check.

7 Kythorn

At last I have a new diary. Gold serves little purpose in the wilds of Neverwinter Wood, but in the Trades Ward of Waterdeep there is little it cannot buy. My purchases will no doubt have seemed extravagant, even for one of my station, but I shop here so rarely that I must make the most of the occasion. Besides, it doesn't hurt to remind the locals of my wealth and status.

The marvels of this city will never cease to amaze me, but none compare to my beloved Clarice. Thankfully, I have concluded my business and shall set forth tomorrow on the journey home.

Complications

The petrified kenku will recover several hours after the party arrives, giving them insufficient time for a **long rest** before it does so.

It will try to avoid combat, unless able to ambush lone characters, but will fight to the death if cornered.

The kenku is armed with a shortsword and carries 22sp.

Cockatrice

Small monstrosity, unaligned

Armor Class 11

Hit Points 27 (6d6 + 6)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	12 (+1)	12 (+1)	2 (-4)	13 (+1)	5 (-3)

Senses darkvision 60 ft., passive Perception 11

Languages -

Challenge 1/2 (100 XP)

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage, and the target must succeed on a DC 11 Constitution saving throw against being magically petrified. On a failed save, the creature begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified for 24 hours.

Kenku

Medium humanoid (kenku), chaotic neutral

Armor Class 13

Hit Points 13 (3d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	10 (+0)	11 (+0)	10 (+0)	10 (+0)

Skills Deception +4, Perception +2, Stealth +5

Senses passive Perception 12

Languages understands Auran and Common but speaks only through the use of its Mimicry trait

Challenge 1/4 (50 XP)

Ambusher. In the first round of a combat, the kenku has advantage on attack rolls against any creature it surprised.

Mimicry. The kenku can mimic any sounds it has heard, including voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

Actions

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

12. Cellar

A sturdy ladder descends into a cool cellar below the kitchen. Rats scurry into hiding as you reach the bottom of the ladder, clearly posing no threat in their limited numbers.

Though the rats are of no concern to the party, they have destroyed most of the supplies in the cellar.

However, an examination of the wine rack will reveal 6 bottles of fine wine (worth 10gp each) and 2 bottles of exceptional wine (worth 50gp each).

13. Basement

A few old crates and barrels stand around the edge of this room, but it's the large ornately-framed mirror in the far corner that immediately catches your eye.

This is the cursed mirror that Lord Redmane unwittingly unleashed upon his beloved wife Clarice.

If anyone approaches the mirror, read the following:

As you approach the mirror, you are surprised to see that the reflection within is not your own. Instead, a beautiful woman gazes back, a look of distress clear upon her fair features.

But then the image changes, the woman's face seemingly melting away to reveal a horrific countenance beneath, and without warning she unleashes a spine-chilling wail.

Wail. This wail has no effect on constructs and undead. All other creatures within 30 feet of the mirror that can hear it must make a DC 10 Charisma saving throw or take 2 (1d4) psychic damage and be frightened of the mirror until the end of their next turn.

The party may now roll for initiative and complete their actions in turn. While the mirror remains intact, the apparition will repeat its wailing attack at the end of each combat round.

The Mirror

The mirror has armor class 10, and is immune to poison and psychic damage. It is a magic item for the purpose of resisting spells and ignores most debilitating effects (DM's discretion required).

The mirror has 12 hit points, but each time it takes damage that is insufficient to reduce it to 0 hit points, it instead loses 1 hit point only.

If the mirror is reduced to 0 hit points, the party will be sucked into a pocket shadow dimension. Proceed to Area 14 (see map on following page).

14. Shadow Basement

The mirror cracks, but does not shatter, and in that instant your surroundings change. Though you still stand within the basement, its walls are now shadowy and indistinct; intangible, yet impenetrable. Everything is darker, and colder now.

The mirror itself stands blank and featureless; a deeper darkness within the gloom.

The nature of this shadow dimension is largely cosmetic in terms of game mechanics.

Darkvision functions as normal here, but it cannot pierce the supernatural gloom from which these rooms are formed, nor diminish the oppressive nature of this pocket dimension.

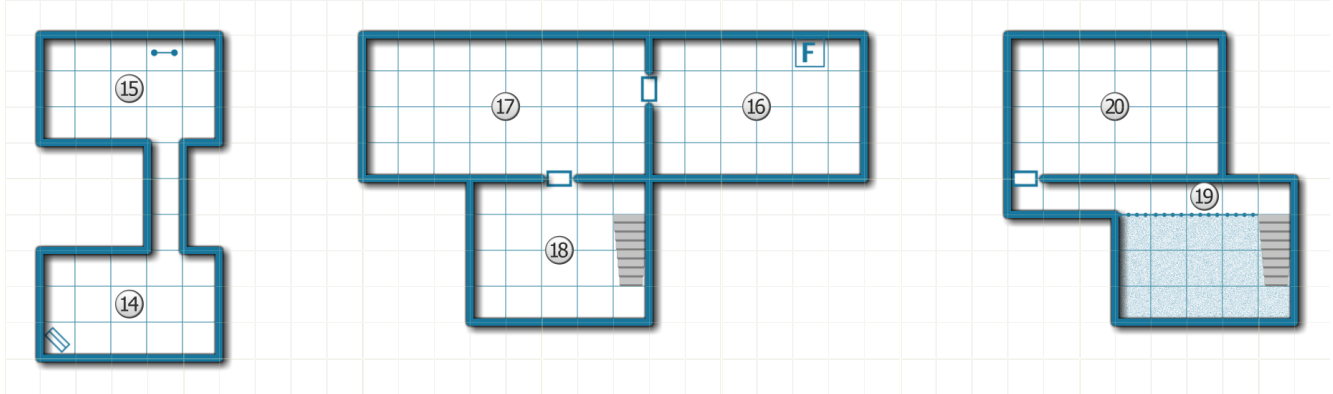
15. Shadow Cellar

The cellar looks to be in better condition than it did before, yet everything is beyond your grasp, giving way to shadowy nothingness whenever you draw close.

The cellar, like the rest of this pocket dimension, is a shadowy mirror of the house as it was around the time of Clarice's demise.

Most items within this dimension are formed of shadow and are intangible to the party.

Pocket Dimension



16. Shadow Kitchen

The kitchen looks as good as new, albeit in a veil of spine-chilling gloom. Everything is orderly and immaculate, yet dark as night.

This room continues the trend of those before it.

There is no sign of the kenku from the kitchen here.

If anyone was petrified by the cockatrice, and left behind by the party, they will be found here and released from the condition when the party arrives.

Complications

From here on, many doors and hallways are inaccessible, blocked by an impenetrable and impassable darkness, leaving only those marked on the map as ways forward.

17. Shadow Dining Room

A large table and eight matching chairs dominate this room. Four shadowy figures are sat around the table, but they rise politely as you enter, acknowledging you with a slight bow.

But then you see their faces and the veil of shadow falls away, revealing four decomposing humans in tattered finery.

These zombies are all that remain of Lord Redmane and his servants, each of whom was slain by the specter of Clarice, pulled into the pocket dimension, and finally reanimated to serve as guards.

The zombies attack all living intruders.

The animated body of Lord Redmane still carries a number of valuable items: an embroidered silk purse (worth 30gp) containing 20gp and 20sp, a silver key (for the mahogany casket in Area 9), an exquisite holy symbol of Sune (a sardonyx cameo set in a silver amulet; worth 200gp), and a fine-bladed elven dagger (see below).

Zombie (x4)

Medium undead, neutral evil

Armor Class 8

Hit Points 22 (3d8 + 9)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands Common but can't speak

Challenge 1/4 (50 XP)

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage.

Redmane's Dagger

Weapon (dagger)

This elegant fine-bladed dagger is a prime example of elven craftsmanship.

When you hit an orc with this magic weapon, the orc takes an extra 1d4 piercing damage and must succeed on a DC 13 Wisdom saving throw or become frightened of you until the start of your next turn.

You can use a bonus action to cause this weapon to shed bright light in a 10-foot radius and dim light for an additional 10 feet, or to extinguish the light.

18. Shadow Entry Hall

A grand staircase rises from the foot of this two-story entrance hall. The front doors are veiled in darkness, as are all other exits on the lower floor. It seems there is only one path open to you, onward and upward.

There is nothing of interest here, unless you like stairs.

19. Shadow Balcony

Atop the stairs, the shadows grow thicker still, like a black mist enveloping the balcony and weighing on your every move. Once more, it appears that only one path lies open.

A short hallway leads from the balcony to a single door, and the final encounter...

20. Shadow Bedroom

You would guess that this was, or is, the master bedroom. The chamber is dominated by an elegant four-poster bed, in which a beautiful woman lies in a restless sleep.

The woman is a mere reflection of Clarice's former self, with no tangible substance. She cannot be moved or woken.

If anyone approaches the bed, a horrific apparition will materialize on the far side of the room. It will attack without warning.

This specter makes a Dexterity (Stealth) check to surprise the party, with advantage on the roll.

Before combat, each character must succeed on a DC 12 Intelligence saving throw, or suffer disadvantage on their Dexterity check when rolling for initiative. This is a side-effect of the oppressive gloom dulling their instincts.

Wailing Specter

Medium undead, chaotic evil

Armor Class 12

Hit Points 22 (5d8)

Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	11 (+0)	10 (+0)	10 (+0)	11 (+0)

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages understands Common and Elvish but can't speak

Challenge 1 (200 XP)

Incorporeal Movement. The specter can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Sunlight Sensitivity. While in sunlight, the specter has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Life Drain. *Melee Spell Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 7 (2d6) necrotic damage. The target must succeed on a DC 10 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Wail (Recharge 5-6). This wail has no effect on constructs and undead. All other creatures within 30 feet of the specter that can hear it must make a DC 10 Charisma saving throw or take 2 (1d4) psychic damage and be frightened of the specter until the end of their next turn.

Conclusion

As the wailing specter is struck down, the oppressive gloom is replaced by a blinding light. For a fleeting moment you see the face of the sleeping woman, finally at ease, and then there is only light.

Your eyes flick open and you find yourself in the basement once more. The mirror is shattered beyond repair and peace has settled over the ruined house.

Though the woman has gone, you feel a sense of her lingering gratitude, and look to the future with renewed optimism.

The shattered mirror poses no further threat to anyone, and the pieces hold no value.

The spirit of Clarice has been set free and she has found peace at last. In appreciation, she has bestowed the following charm upon each member of the party.

Charm of Union

By the grace of Sune.

When you wish to make a good impression on a specific individual, you may call upon this charm to grant you advantage on all Charisma checks directed at the individual.

This charm may only be used once, but its effect lasts for as long as you hold no ill will towards the individual.

Aftermath

If the party reports back to Dirk Seldom on the outcome of their expedition, he will be dismayed to hear what has transpired.

Dirk will be especially concerned that the mirror he sold Lord Redmane seems to be the cause of it all. Both he and Brunthor will wonder if Daratin knew more about its nature than he claimed. If asked, they are unable to provide the whereabouts of their former party wizard.

If the party kept any of the pages from Redmane's diary, Dirk will ask if he may take them, in order to pass them on to Redmane's relatives. He will offer 1gp per page to thank the party for retrieving them.

Further Adventures

If you enjoyed this adventure and seek more quests from Dirk Seldom, check out these further scenarios:

Flindbar's Treasure

This adventure is designed for 2nd level characters.

In a remote stretch of the Sea of Swords, the mysterious Gnoll Island awaits daring adventurers, with perils and plunder aplenty.

The Saga of the Boot

This adventure is designed for 3rd level characters.

In the caves below a deserted orc lair, the party may intervene in a standoff between rival forces: a small clan of mad derro, with an unhealthy boot obsession, faces a new threat in the form of grimlock slavers.

Behold and Behave

This adventure is designed for 4th level characters.

A hidden vault awaits daring adventurers, with puzzles, traps, and even a few treasures, under the watchful gaze of a diligent beholder overseer.

Graves of Neverwinter

This adventure is designed for 5th-6th level characters.

Danger awaits settlers and heroes alike in the reclaimed streets of Neverwinter. Business is returning, but trouble never left.

Recipe for Revenge

This adventure is designed for 7th-8th level characters.

A repurposed asylum beneath the streets of Waterdeep serves as home to a nefarious wizard with sinister plans for an unsuspecting populace.

The Ripped Beard

This adventure is designed for 9th-10th level characters.

A new fort in a remote location presents a tempting target for orc raiders, and a chance for brave champions to end a resurgent threat.

Xynkil's Vault

This adventure is designed for 11th-12th level characters.

In the depths of the Underdark, the beholder Xynkil patiently guards its precious treasure, waiting to destroy anyone foolish enough to try and steal it.

https://www.dmsguild.com/browse.php?author=Barry_Dore

7 Kythorn

At last I have a new diary. Gold serves little purpose in the wilds of Neverwinter Wood, but in the Trades Ward of Waterdeep there is little it cannot buy. My purchases will no doubt have seemed extravagant, even for one of my station, but I shop here so rarely that I must make the most of the occasion. Besides, it doesn't hurt to remind the locals of my wealth and status.

The marvels of this city will never cease to amaze me, but none compare to my beloved Clarice. Thankfully, I have concluded my business and shall set forth tomorrow on the journey home.

16 Kythorn

I shall soon be home. I yearn to be with my dear Clarice and hold her in my arms once more. Long have I enjoyed the freedom of the open road, but the pleasure is diminished by her absence from my side.

20 Kythorn

I don't think I have ever seen my dear Clarice looking happier or more beautiful. She is truly radiant with joy. Sune be praised.

22 Kythorn

The mirror I bought in Waterdeep has proven a firm favorite with my beloved. She cherishes her beauty as much as I do, happy in the knowledge that she is surely among the favored of Sune herself.

28 Kythorn

I fear something is wrong. I have not yet been home a full tenday, yet my dear Clarice grows distant. She seems troubled. Did something happen while I was away?

9 Flamerule

A terrible malaise has fallen over this house. My beloved Clarice grows ever more distant. She seems a hollow reflection of her former self, stripped of all passion and vitality. My prayers go unanswered and I find myself at a complete loss. Sune help us.

15 Flamerule

The mirror, that accursed mirror! It has ensorcelled my dear Clarice. She does not talk, or eat, or even sleep. Though it pained me to do so, I have resorted to locking her in our bedroom, while securing the mirror in the basement. Tomorrow I set out for Neverwinter. Sune willing, I shall return with aid for my dear Clarice, before all hope is lost.

19 Flamerule

Sune has forsaken us! My dear sweet Clarice has been taken from me. Our servants failed to contain her and keep her from the mirror. Her reflection remains, but her body is gone, consumed by some foul witchery.

24 Flamerule

My dear Clarice, how did it come to this? She haunts our home, a terrible specter of the woman I married. The servants fear for their lives, but I fear for nothing but Clarice. There must be a way to return her to Sune's majestic grace.

28 Flamerule

The servants are gone. One by one, the nightmare that grips this house has taken them into death's cold embrace. They urged me to destroy the mirror, but I dared not lose whatever may still be left of my beloved Clarice. I pray that they forgive me, for abandoning them to their fate. I am unworthy of the loyalty they showed me. May Sune care for them in death, as they cared for me in life.

30 Flamerule

I sit here wondering, what compels me? Why do I still enter idle thoughts in this diary? I have lost all that I loved. My dear Clarice is here and yet gone, lost to me, though tantalizingly close. Am I to die in her phantasmal grasp, or will I be left to wither and starve? I have lost the will to save myself, for I am nothing without her.

Tomorrow is Midsummer, once our favorite festival. There will be no celebrations this year. I know not what manner of dark sorcery stole my beloved Clarice away. I know not why it compels her to haunt these walls. I know not how to save her. I know only that I must stay with her to the end.